

51 for driving the hopper **50**, a lamp driving circuit **55** for driving lamps, and a display driving circuit **58** for driving the display units are connected to the output port of the CPU **41** via an I/O port **48**. These driving circuits control the respective actuators based on a received control signal from the CPU **41**.

[0132] Moreover, as an input signal generating means for generating a required input signal for the microcomputer **40** to generate instructions, there are a start switch **6S**, the 1-BET switch **11**, the 2-BET switch **12**, the MAX-BET switch **13**, the credited medal settlement switch **14**, an inserted medal sensor **22S**, a reel stop signal circuit **56**, a reel position detecting circuit **60** and a payout completion signal circuit **61**, and they are also connected to the CPU **41** via the I/O port **48**.

[0133] The start switch **6S** detects the operation of the start lever **6**. The inserted medal sensor **22S** detects the medal inserted into the medal insertion slot **22**. The reel stop signal circuit **56** generates a stop signal according to the operation of the stop buttons **7L**, **7C**, **7R**. The reel position detecting circuit **60** receives a pulse from a reel-spinning sensor and provides the CPU **41** with a signal for detecting the positions of the spinning reels **3L**, **3C**, **3R**. The payout completion signal circuit **61** generates a signal, which detects completion of a medal payout, when the count measured by a medal detector **50S** reaches a prescribed number.

[0134] In the circuit shown in FIG. 4, the random number generator **46** generates a random number within a certain range, and the sampling circuit **47** samples a single random number at an appropriate timing after the start lever **6** is operated. Internally winning is then determined based on the sampled random number and the probability-sampling table stored in the program ROM **42**. After the internally winning is determined, a random number is again sampled in order to select the stopping control table.

[0135] After spinning of the spinning reels **3L**, **3C**, **3R** is started, the number of driving pulses supplied to the respective stepping motors **59L**, **59C**, **59R** is counted, and the counted number is written to the RAM **43**. A reset pulse is transmitted every single rotation from spinning reels **3L**, **3C**, **3R** and is inputted to the CPU **41** via the reel position detecting circuit **60**. The reset pulse then clears the counted number of driving pulses stored in the RAM **43**. Therefore, the counted numbers corresponding to the position within a single rotation for the respective spinning reels **3L**, **3C**, **3R** are stored in the RAM **43**.

[0136] A symbols table is stored in the program ROM **42** in order to correlate the position of the spinning reels **3L**, **3C**, **3R** with the symbols indicated on the circumference of the reel. In the symbols table, the code number, which is assigned per a certain rotating pitch of the spinning reels **3L**, **3C**, **3R**, and a symbols code, which indicates the symbols that correspond to the respective code numbers, are correlated.

[0137] Further, a winning symbol combinations table is stored in the program ROM **42**. In the winning symbol combinations table, a winning symbol combination, the number of medals to be paid out and a winning determination code for determination of the winning are correlated. The winning symbol combinations table is referred when the spinning reels **3L**, **3C**, **3R** is controlled to stop and when the winning is confirmed after all the reels stopped.

[0138] If the internally winning occurs as the result of the sampling (the probability sampling process), the CPU **41** transmits a signal to the motor driving circuit **49** to stop the spinning reels **3L**, **3C**, **3R** based on a signal transmitted by the reel stop signal circuit **56** when the stop buttons **7L**, **7C**, **7R** are operated by the player and the selected winning symbol combinations table.

[0139] If the stopped state matches the symbol combination determined as the result of the internally winning, the CPU **41** transmits a signal instructing payout to the hopper driving circuit **51** and the hopper **50** pays out a prescribed number of medals. At this point in time, the medal detector **50S** counts the number of medals paid by the hopper **50** and a signal, which notifies completion of medal payout, is inputted to the CPU **41** when the counted number reaches the specified value. The CPU **41** then deactivates the hopper **50** via the hopper driving circuit **51** so as to complete the medal payout process.

[0140] A block diagram in FIG. 5 shows configuration of the sub controller **82**. The sub controller **82** controls lighting of the lamps (the 1-BET lamp **9a**, the 2-BET lamp **9b**, the MAX-BET lamp **9c** and the WIN lamp **17**), display units (the payouts indicator **18**, the credited medal indicator **19** and the bonus game counter **20**) and the other various images displayed on the panel display unit **5**. The sub controller **82** also controls the sounds outputted from the speakers **21L**, **21R**.

[0141] The sub controller **82** is deployed on a different circuit board from that of the main controller **81** and is mainly configured by a microcomputer **83** (hereinafter referred to as a "sub microcomputer **83**"). Specifically, the sub microcomputer **83** is configured with an image control circuit **91** as a display controlling means for the panel display unit **5**, a audio source IC **88** for storing audio sources outputted by the speakers **21L**, **21R** and a power amplifier **89**.

[0142] The sub microcomputer **83** includes a sub CPU **84** for performing controls according to the instructions transmitted by the main controller **81**, and a program ROM **85** as well as a work RAM **86** as the storing means. Although, a clock pulse generator, a divider, a random number generator and a sampling circuit are not installed in the sub controller **82**, random number sampling is performed on a program running on the sub CPU **84**.

[0143] The sub microcomputer **83** has a notifications counter and a ceiling-AT quantity stock counter, etc. in a prescribed area of its memory area. The notifications counter stores the number of remaining notifications of the order of pushing during the AT (assist-time). If the value of the counter is "1" or more, the ceiling-AT is implemented. The ceiling-AT quantity stock counter stores information regarding the number of remaining AT to be implemented.

[0144] The program ROM **85** stores a control program executed on the sub CPU **84**. The work RAM **86** is configured as a temporary storing means when the sub CPU **84** executes the control program.

[0145] The image control circuit **91** is configured with an image control CPU **92**, an image control work RAM **93**, an image control program ROM **94**, an image ROM **96**, a video RAM **97** and an image control IC **98**. The image control CPU **92** determines the content to be displayed on the panel